

## CLAIMS

The invention is hereby claimed as follows:

- 5           1.     A gaming device having a bonus scheme comprising:  
            a plurality of award offers;  
            a processor which randomly selects award offers from said  
plurality of award offers to offer to a player and which eliminates each  
selected award offer made to the player from the plurality of award  
10   offers which may be subsequently selected by the processor if said  
selected award offer is rejected by the player;  
            an award offer display connected to said processor;  
            an award offers remaining display connected to said processor;  
            and  
15   an award offer acceptor/rejector which enables the player to  
accept or reject one of the award offers made to the player by the  
processor from non-eliminated award offers.

2.     The gaming device of Claim 1, wherein the award offer  
20   display includes means for communicating the elimination of each  
rejected award offer to the player.

3.     The gaming device of Claim 1, wherein said processor  
randomly determines which award offers to eliminate from said plurality  
25   of award offers.

4. The gaming device of Claim 1, wherein said processor reintroduces at least one of said eliminated award offers into said plurality of award offers.

5. A gaming device comprising:

a plurality of potential offers which are designated as eliminated potential offers or non-eliminated potential offers;

a processor for randomly selecting offers to be made to a player from said non-eliminated potential offers and for designating as  
10 eliminated each offer made to and rejected by the player;

an offer display controlled by the processor for displaying to the player the designated non-eliminated potential offers selected by the processor;

an offer acceptor controlled by said processor; and  
15 an offer rejector controlled by said processor.

6. The gaming device of Claim 5, which includes a display device in communication with the processor, wherein said display device displays the potential offers and includes the offer display.  
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7. The gaming device of Claim 5, wherein the display device displays the offer acceptor and offer rejector.

8. The gaming device of Claim 5, wherein the display device  
25 indicates an elimination of an offer from said plurality of potential offers.

9. The gaming device of Claim 5, wherein the processor provides an award to the player which is either an accepted offer or a final offer.

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10. A gaming device having a game comprising:

a plurality of award offers;

an offer acceptor;

an offer rejector;

10 an offer display device;

a processor in communication with said offer display device,  
said offer acceptor, said offer rejector and programmed to:

(a) randomly select an award offer from said plurality of  
award offers;

15 (b) communicate said selected award offer to a player;

(c) enable the player to accept or reject said selected award  
offer using the other acceptor or offer rejector;

20 (d) randomly select another award offer from said plurality of  
award offers not previously communicated to the player in  
the game, if said player rejects said selected award offer;

(e) communicate said selected another award offer to the  
player; and

25 (f) provide the player the selected award offer if the player  
accepts said selected award offer or if the selected award  
offer is a last offer.

11. A method for operating a gaming device, said method comprising the steps of:

- (a) triggering a game;
- (b) randomly selecting an award offer from a plurality of non-nullified award offers and communicating said selected award offer to a player;
- (c) enabling the player to accept or reject said selected award offer;
- (d) nullifying said selected award offer from said plurality of award offers if said player rejects said selected award offer;
- (e) repeating steps (b) through (d) if said player rejects said selected award offer and the award offer is not a last offer;
- (f) providing the selected award offer to the player if the player accepts said selected award offer or if the selected award offer is the last offer; and
- (g) terminating the game.

12. The method of Claim 11, wherein said method includes communicating said nullified award offer to said player.

13. The method of Claim 11, which includes the step of randomly determining the number of offers provided to the player.

14. The method of Claim 11, which includes the step of randomly nullifying at least one of said non-nullified, non-selected award offers.

5 15. The method of Claim 11, whereby the operation of the gaming device is through a data network.

16. The method of Claim 15, wherein the data network is an internet.

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17. A method for operating a gaming device, said method comprising the steps of:

- (a) triggering a game;
- (b) randomly selecting an award offer from a plurality award offers and communicating said selected award offer to a player;
- (c) enabling the player to accept or reject said selected award offer;
- (d) randomly selecting another award offer from said plurality of award offers which have not been previously selected in the game, if said player rejects said selected award offer;
- (e) repeating steps (b) through (d) if said player rejects said selected award offer and the award offer is not a last offer;
- (f) providing the selected award offer to the player if the player accepts said selected award offer or if the selected award offer is the last offer; and
- (g) terminating the game.

18. The method of Claim 17, which includes the step of communicating the award offers which have not been previously selected to the player.

19. The method of Claim 17, wherein the gaming device is operated through a data network.

20. The method of Claim 19, wherein the data network is an  
5 internet.

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